
Title: Guilds

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If you are a youngling
who has just left his
home to look for
adventures, or wealth, or
general fulfillment, you
might already have a
desire to join a guild.
Well, there are so many

of them, it might be
hard to choose the ones
most appropriate for you.
And choose you should.
Way too many young
travellers do make the
mistake of joining the
first guild that offers to

accept a new member.
Often, those younglings do
not even invest the small
amount of time necessary
to look into the purpose,
mission and rules of the
guild.
And they might end up

figuring out they're in
the wrong guild.
Sure, it might be quite
tempting to simply join
any guild, on order to
have companionship,
support in training and
battle, or even access to

hard to get resources.
Yet, guilds are (or at
least should be) about
more than just that.
A guild should be a group
of people working to
achieve the same goal.
A group of people who

trust and support each
other... if you train

together, or plan new
endeavours together,
there is usually plenty of
time to get to know each
other.

A guild does not

necessarily have to be
about friendship.

After all, sometimes two
guildmembers of the same
guild might be very
different persons who
usually would not get
along well.

Yet they have to (and
often can) in the midst
of a heated battle.

You do not have to be
friends, but you should be
able to trust each other
(which should be mutual,
and requires effort by

both... you have to trust
your companion, and you
need to give him a
reason to trust you).

Whether your guild is a
good one, or an evil one,
it won't work without
trust and collaboration.

I have seen some guilds
who hire as many players
as possible, not caring
about the individuals
anymore, using them as
what some people refer
to as "meat shields".

(Or, as a more modern

term, "cannon fodder")

Is that what you want to
be ? Is it really that
important to be in the
guild with the most
members ?

My brother, Therin, is in
a guild that consists of

about 50 members. Which
is not a really small
guild, but certainly is not
one of the biggest guilds.

However, that guild is

built upon companionship,
supporting each other,
watching each other
back.

Therin told me (and also
told this tale in a global
newspaper, supported by a
lady he referred to as
"Lava") that he is not
afraid to face even the
most horrible monsters
with his guildmates, as he
always is aware that they
will watch as back, just
as he watches theirs.

Some guilds have specific
goals, such as hunting
together, or hunting
murderers, or supporting
the community (some of
these focus on something
they refer to as
"role-playing". I don't know
what this term means,
yet I hear its a quite
enjoyable way of life in
our world)

Before you join a guild,
ask yourself...
What do you want to do
?
What do you expect from
your guild ?
What do you enjoy the
most ?

A guild is made up from
its members, obviously,
and if each member has
different goals, i.e. some
being great in fighting
other warriors, while
others enjoy trading way
more,... well, it still can
work, because some guilds
do have members who are
in the guild for fighting,
while others are doing all
the trading the guild
needs to be done.
Yet, if the guildmaster
wants all members to
charge into battle, the
trader might feel in the
wrong guild, or, even
worse, drop to the

ground soon, unhappy
about this development in
his life.

I recommend to look into
the rules of conduct that
the guild you'd like to
join. Ask yourself
whether you can subscribe
to these, and follow
them.

Look at the
requirements... do you
really fit in ?
Watch the conduct of
some of the
guildmembers... do you feel
as if you wanna battle
alongside with those
beings ?

I recently went to the
wonderful Gathering of
The Guilds (a great
opportunity to get to
know many different
guilds in one place, at
the Empath Abbey)
I saw one of the leaders
of a rather popular guild
ride by... he was greeted
quite nicely by Lady Willa
of Yew (who welcomed
all visitors at the
entrance of the Abbey in
her function as the
mayor of Yew)
Yet, that "leader" chose
to ignore her, almost
riding her over with his
beetle.

That, in addition to the
atrociously colored clothes
he was wearing made a
certain impression, which
might appeal to some, but
completely appal others.

It seems as if a lot of
people don't seem to be
aware that, as a member
of a guild, you also
represent the guild.

I would never steal, lie to
or cheat another player,
or try to backstab
someone, as that might
give my guild a bad
reputation eventually.

If I was a member of a
guild that thrives on
stealing, murdering,
betraying, I might do
those things, and would
try to act according to
the goals of my guild.

So keep in mind that you
do represent your guild.
Some guildmasters pay
attention to what they
hear about the conduct
of their guildmates, and
expel those that try to
ruin the guilds reputation
on purpose, or by being
thoughtless.

There are some guilds
that require you to prove
that you're worthy to
join them.

So it might even be an
accomplishment to be
proud of to join some of
those guilds.

I always cringe at people
who, once they have made
it to Britain the first
time, join the first guild
they meet a
representative of, just
for the sake of being in
one, never paying the
slightest respect to the
guild by even caring about
what the guild is actually
about.

I have to say though
that the few guildmasters
that accept just
ANYONE, or are trying
to get as many
"meatshields" as they can,
DESERVE members that
don't even know what the
agenda is about.

So, to close this little
tome, choose carefully,
invest some thought and
consideration, take your
time to do some
research, and keep in
mind that being on your
own sometimes is better
than being in a guild you

don't fit in.

Safe travels !

Elric Telamon